

**CITY OF BURLINGTON DEPARTMENT OF RECREATION AND PARKS
YOUTH BASEBALL AND SOFTBALL RULES - 2015**

I. DIRECTOR OF PROGRAM

The BRPD athletic staff will be in charge of the program and has the right to make any decision on matters not covered in these rules, change any rules, create new rules, enforce any disciplinary actions or suspensions.

II. OBJECT AND PRINCIPLE

To provide recreational opportunities for participants, to extend, perfect and foster baseball and softball skills, to uphold the aims and ideals of BRPD, and to encourage the principle of good sportsmanship.

Always remember, games are for the kids!

III. DUTIES OF THE COACH

- A. To teach sportsmanship, basic baseball/softball skills, and provide recreation opportunities to all.
- B. To be responsible for all equipment issued and its return to BRPD.
- C. Coaches will be aware of the conduct of their team members and **ARE RESPONSIBLE FOR KEEPING CONTROL OF THEIR FANS.**
- D. Attend certification and league wide meetings. Obtain schedules (regular season /make-ups) and communicate the information to their team members and parents.

IV. ELIGIBILITY

Any boy or girl who meets the age requirement of the league they wish to play in. BRPD, through the use of birth certificates, will check each player's age.

V. PLAYER SELECTION FOR TEAMS

- A. At the beginning of the season, each player **MUST REGISTER** with BRPD. **Absolutely no one will be allowed to play or practice if they fail to register.**
- B. Players will be assigned a team by BRPD athletic staff. Requests are not guaranteed.
- C. Players are eligible to play with only one team in the BRPD league.
- D. Beginning with the 2008 season, any youth baseball team with five or more travel players will be moved up one LEAGUE level. For example, a Mite team with five or more travel league players will play in the Midget league. A Midget team with five or more travel league players will play in the Intermediate league. An Intermediate team with five or more travel league players will play in the Junior/Senior league. The coach is responsible for supplying this information.

VI. EQUIPMENT

- A. **BALLS:** The ball shall be t-ball, or an official NFHS baseball or softball. Each team will be furnished four (4) balls for practice at the start of the season. One (1) new and two (2) used balls will be furnished for each game.
- B. **BATS:** The bat shall be round and made entirely of wood, composite or aluminum. Bats must be official Little League or official softball.

NOTE: Junior and all Intermediate leagues: These leagues can **ONLY** use a BBCOR composite bat with the BBCOR permanent stamp (NO STICKER) or wood bats (**NO BESR ALUMINUM BATS ARE ALLOWED**). This is a safety issue that has been applied by the NFHS association. Any player that uses a BESR bat will be ejected from the game.

NOTE: Peewee, Mite, Midget: BBCOR composite bat with the BBCOR permanent stamp (NO STICKER), BESR ALUMINUM BATS AND WOOD BATS ARE ALLOWED).

- C. **HELMETS:** Protective batting helmets must be worn by all baseball and fast pitch softball batters at the plate. A face guard is optional for batters to wear in baseball or softball. Helmets will be furnished and runners must also wear them in all baseball and fast pitch softball leagues.

NOTE: Any player (not coaches) occupying a coach's box must wear a helmet.

D. GLOVES: Each player in the field must wear a glove. The pitcher may not have a white glove, any white markings on the glove or any decals. Pitchers are not allowed to wear any type of batting glove on hands, wristbands, tape on fingers, arm sleeves or exposed white undershirts with long or short sleeves, etc.

E. CATCHER'S EQUIPMENT: Catcher's equipment will be furnished. If teams furnish their own catcher's equipment, then the helmets must meet NOCSAE standard.

VII. GENERAL RULES

POINT OF EMPHASIS:

Pitching mounds:

- **There will be no portable pitching mounds used this year in the Mite league.**

BATS:

- **Starting this year, BBCOR bats are mandatory in Intermediate and Junior leagues, and are optional in all other leagues... No BESR bats will be allowed.**
- **Starting in 2016, BBCOR bats will be mandatory in the midget league.**

MALICIOUS CONTACT IN EVERY LEAGUE:

- **Starting this year, any player that commits malicious contact will automatically be removed from the league with no refund.**
- **The team will be charged with an out.**
- **The player will be ejected.**
- **The player will be suspended from league play for one calendar year.**

A. LEAGUE ROSTER AND SCHEDULES:

BRPD athletic staff will set up leagues and draw up schedules.

B. FIELDS:

Games will be played on 16 fields: Davidson Park (2 fields), Forest Hills, Northwest Park, Beaumont, City Park #4 and #5, North Park, Hillcrest, Smith Elementary, Springwood Park #1-#4 and Fairchild Park #1 and #2.

C. PRACTICE(S):

1. Coaches may reserve the fields for practice through BRPD athletic staff.
2. No more than two practice times per week. One practice time equals one hour.

D. GAMES:

Games will be played Monday-Saturday.

E. GRACE PERIOD:

There will be a 5-minute grace period allowed for the first scheduled game time of the night only. All players must be on the field at game time (not in the parking lot, restrooms, etc.) If both teams have the minimum number of players to start at game time, then the grace period does not apply.

F. POSTPONED GAMES:

1. In case of rain, BRPD will call off a game by 4pm the day of the game. Coaches will be notified if possible. After 4pm, it will be a game time decision made by the umpires. **TEAMS MUST REPORT TO THE FIELD FOR THE DECISION** if the game has **NOT** been called off before 4pm. Call the leisure line at 222-5147 and sign up for "Notify Me" for an update on postponed/rescheduled games.
2. Games will be made up whenever rescheduled by the athletic staff. Teams must be available for make-up games.

G. SCORE SHEETS:

1. Official scorekeepers will be provided (excluding t-ball and peewee). In the absence of an official scorekeeper, both teams must turn in score sheets immediately after the game to the home plate umpire. BRPD will furnish scorebooks. In case of disagreement, home team's score will be official. In the absence of an official scorekeeper, the umpires will keep time. Both head coaches are required to sign the score sheets after the game without confrontation toward umpires, score keepers or site supervisors.

H. PARTICIPATION OF PLAYERS:

A. All players must play in every game. See league playing rules for specifications.

Exception: (Must be noted on score sheet).

1. Disciplinary action approved by BRPD such as cutting practice, disorderly behavior, or suspension from previous game.
2. Players not at a game - sickness, vacation, etc.
3. Players late for game (playing for a team in another program, etc.)

B. Score sheets will be used to determine if players played.

I. PITCHING RESTRICTION (ALL LEAGUES):

Pitching restrictions are different in each league (Please see individual league rules).

J. PROTESTS:

1. No protests will be allowed except on ineligible players, NOT RULINGS OR JUDGMENT CALLS! ALL RULINGS AND JUDGMENT CALL DECISIONS ARE FINAL.

Teams using ineligible coaches/players will automatically forfeit the game in question and be ejected.

No appeal will be allowed.

A. An ineligible player is someone who is not officially registered, a player(s) who has been ejected from the previous game, or a player too old to play in that league.

B. An ineligible coach is someone who is not officially registered or has been ejected from the previous game.

If a coach(s)/player(s)/spectator(s) attend the next game after being ejected in the previous game (anywhere on the property), that team will forfeit the current game. Deliberate violations of playing rules or policies will result in further suspension to coach(s)/player(s)/spectator(s) by BRPD.

K. TOBACCO PRODUCTS/SMOKING:

1. None of any kind will be permitted on the playing field or in the dugout area. This includes e-cigarettes.

PENALTY: AUTOMATIC EJECTION AND SUSPENSION

L. ALCOHOLIC BEVERAGES:

1. None of any kind will be permitted on city property (field, dugout, bleachers, parking lot).

PENALTY: AUTOMATIC EJECTION AND SUSPENSION

VIII. GENERAL PLAYING RULES

A. RULE BOOK:

Baseball (National High School Federation)

Softball (National High School Federation)

B. TEAM BENCHES

1. Home team takes the 3rd base dugout.
2. Visiting team takes the 1st base dugout.

C. WARM UPS: Any warm up prior to game time must be conducted on sidelines and/or outfield.

No infield practice allowed before the game.

D. LINE-UP CARDS:

10 minutes before each game, coaches must submit their batting order to the score keeper. The line-up card must include all players (first and last name), player numbers and positions (this includes the starting pitcher and catcher). Once submitted to the score keeper, the line up becomes official.

E. PRE-GAME CONFERENCE:

Five **(5) minutes before game time**, head coaches only and a team captain (optional), must attend the pre-game meeting with the umpires at home plate to discuss ground rules. If the head coach does not attend, he/she is restricted to the dugout for the duration of the game.

F. COACHES ON FIELD:

1. T-Ball

Defense: As stated in league rules. Offense: 1st and 3rd base coach's box plus pitching rubber or home plate if applicable.

2. Peewee Baseball & Softball

Defense: One (1) coach only behind the catcher; all other coaches must be in the dugout. Offense: One (1) coach pitching, one (1) in the 1st base coach's box and one (1) in the 3rd base coach's box.

3. Mite, Midget, Intermediate, Junior Baseball and Softball

Defense: All coaches must stay inside the dugout. No head or assistant coach(s) are allowed behind the backstop at anytime or outside the dugout talking to parents/spectators. Parents/spectators are not allowed in the dugouts at anytime unless attending to an injured or sick player.

Offense: Only two (2) coaches are allowed on the field and they must occupy the 1st and 3rd base coach's box.

G. EQUIPMENT ON FIELD:

FOR PLAYER SAFETY, NO BALL BUCKETS, STOOLS OR CHAIRS ETC. OF ANY KIND WILL BE ALLOWED OUTSIDE THE DUGOUT IN LIVE BALL TERRITORY. THIS WILL BE AN AUTOMATIC EJECTION.

H. ON DECK BATTER: For safety reasons, the on deck batter must use the on deck circle that is to the batter's back.

I. FOUL BALLS:

1. Team at bat is responsible for having someone return foul balls to the home plate umpire on the playing field. All player(s) must wear a helmet when retrieving balls.

J. THROWING BATS: UMPIRE'S JUDGMENT

1. **Carelessly throwing a bat:** Team will be given one warning. After the warning, **any** player for that team carelessly throwing a bat will be **EJECTED** and serve a one (1) game suspension.

2. **Deliberately throwing a bat:** Any player for that team deliberately throwing a bat will be **AUTOMATICALLY EJECTED** and will serve a one (1) game suspension.

K. SLIDES:

A runner is never required to slide, but runners must avoid contact with fielders.

Head first slides are allowed as long as they are done legally. No runner can ever take out a defensive player in attempt to break up a double play or another out that can be made. The base runner must remain in the baseline and avoid any throw etc. Rolling blocks, body/shoulder blocks on slides/non slides at any base or home plate is prohibited.

L. APPEAL PLAYS:

Strikes/balls fair/fouls and safe/out are judgment calls and cannot be appealed.

There are only two (2) live ball or dead ball appeal plays:

1. If a player misses or leaves a base too soon on a caught fly ball. A proper appeal can only be made after play has stopped. The coach should ask the umpire to call time. Once granted time, the defensive team must throw the ball to a fielder and touch the base in question. The umpire will make the out/safe call.

2. Check swings only if the pitch is **called a ball**. If the umpire calls the pitch a strike then no appeal can be made and the batter is charged with the strike. A proper appeal can only be made after the pitch. The coach or catcher should ask the umpire if he/she will grant the decision to the base umpire. The plate umpire never has to grant or ask the base umpire if they feel their decision was correct. All decisions are final.

M. 10 RUN SWITCH UP RULE:

Mite, Midget, Intermediate Baseball and all girls fast pitch softball leagues:

1. When a team establishes a 10 run lead, the team's bat will end at that point.
2. Each inning thereafter, the team with a 10 or more run lead will only be allowed to bat five (5) batters or have three (3) outs (whichever comes first).
3. If the losing team cuts the lead to less than 10 runs, the leading team will resume normal batting until they re-establish a 10 run lead. Once the team regains the 10 run advantage, that team's bat will end at that point.

N. 10 RUN SLAUGHTER RULE:

Intermediate and Junior Baseball Leagues:

1. The game shall end if time has expired.
2. If the visiting team is behind 10 or more runs after 4.5 innings, or home team after 5 completed innings, the game is over.

O. 15 RUN SLAUGHTER RULE:

Intermediate and Junior Baseball Leagues:

1. The game shall end if time has expired.
2. If the visiting team is behind 15 or more runs after 2.5 innings, or home team after 3 completed innings, the game is over.

P. INTERNATIONAL TIE-BREAKER RULE:

All leagues:

BRPD youth baseball and softball games that are tied upon completion of their time limit or their scheduled number of innings, shall play with the International Tie Breaker Rules in effect. If a game is tied upon completion of the game when the time limit expires (regardless of what inning), the next inning will be started with a runner on 2nd base for the team that is batting. The player who made the last out in the previous inning will be the runner put on 2nd base.

1. If the tie is not broken in the extra inning, the game shall be declared completed and recorded as a tie.

Q. NO WALK RULE:

When the pitcher gets the batter into a count where there are three (3) balls, a coach pitcher will come out and administer the remainder of the possible pitches, thus excluding the possibility of a walk situation.

Situation 1: If count is three (3) balls and two (2) strikes, the coach pitcher will throw one (1) pitch.

If the batter swings and misses or gets hit by pitch, the batter is out.

Situation 2: If the count is three (3) balls and one (1) strike, the coach pitcher will throw two (2) pitches.

On the last pitch, if the batter swings and misses or gets hit by pitch, the batter is out.

Situation 3: If the count is three (3) balls and no (0) strikes, the coach pitcher will throw three (3) pitches.

On the last pitch, if the batter swings and misses or gets hit by pitch, the batter is out.

A. The first ball put into play should be played as a live ball. The batter will not get the remainder of his/her pitches if there is any remaining.

B. If the last ball is thrown where the batter cannot hit the ball, the batter is out.

C. If the batter watches the last pitch, the batter is out.

D. A batter hit by a pitch thrown by the coach, batter does not get 1st base. If the batter is hit by the last pitch, the batter is out.

E. The possibility of stealing is void when the coach pitcher is pitching.

F. As soon as the ball is put into play by the batter, the coach pitcher must avoid hindering any play or throw by the defensive team. Failure to do so will be considered interference, the batter is out and all runners will return to the bases occupied at the time of the pitch.

G. If a batted ball hits the coach pitcher the ball is still live and must be played.

H. Bunting is still legal and can be done on any pitch thrown by a player or coach.

No walk rule cont.

EXCEPTION:

As long as the batter fouls off or continues to foul off the last pitch, they will receive another pitch. If the batter bunts the ball foul on the last pitch, the batter is out.

***If a batter is hit by a pitch by a player pitcher, it is a dead ball, and the batter will receive first base.

***If a batter is hit by a pitch by a coach pitcher, the batter does not receive first base and will be charged with a strike.

IX. RULES FOR CONDUCT

“POINT OF EMPHASIS”

We the adults have to remind ourselves that this is only a game. We are all here for the well being of our children. We must work together as coaches, parents and umpires to display good sportsmanship and be a positive roll model.

PLEASE REMEMBER

1. These are kids
2. This is a game
3. Coaches are volunteers
4. Umpires are human
5. No one is playing for the Yankees or Braves

Unsportsmanlike conduct includes:

- A.** Using profanity, criticizing, insulting, using abusive or vulgar language, using gestures toward anyone including umpires.
- B.** Taunting, bating, trash talking, arguing, threatening, or using any intimidating tactics toward anyone.
- C.** Disrespectfully addressing any umpire.
- D.** No assistant coach is allowed to ever question, argue or dispute any call by an umpire. **The head coach only** may ask respectfully but not argue or dispute about any ruling or appeal.
- E.** Attempting to influence a decision made by any umpire.
- F.** Showing the rules to an umpire for any reason.
- G.** Indicating objections to any umpire’s decision.
- H.** Failure to comply with any umpire’s decision.
- I.** Head coaches, assistant coaches, players or spectators arguing or disputing calls.
- J.** Confronting or attacking any umpire before, during, or after the game (whether on the field or in the parking lot).
- K.** Confronting any site supervisor, commissioner, board member, or recreation and parks staff member.
- L.** Players participating in a fight:
 1. Any player who initiates or participates is in violation.
 2. All players on the field must immediately report to their bench area and remain in the dugout, failing to do so even if not participating in the fight will be a violation.
 3. Any player leaving the bench area in the dugout will be in violation.
- M.** Coaches participating in a fight:
 1. Any coach who initiates or participates is in violation.
 2. Any coach is **NOT** in violation if he/she tries to break up the fight (**Coaches must try to separate their own players**).
- N.** Spectators participating in a fight:
 1. Any spectator who initiates or participates is in violation.
- O.** Use of any tobacco products or alcohol in any form on the playing field, team bench areas and spectator area is prohibited (this includes e-cigarettes).
- P.** Alcoholic beverages and any type of weapon are prohibited on city property.

“POINT OF EMPHASIS”

Ejections

1. Umpires have complete authority for what constitutes misconduct. No warnings have to be issued for anyone to be ejected due to misconduct.
2. Any coach, player, parent or spectator that violates any of the conduct policies will be in violation.
3. Any coach, player, parent or spectator that is ejected must immediately leave the premises without any further disturbance.
4. Anyone ejected cannot be anywhere on the property including the parking lot for any reason. Failure to do so results in their team forfeiting the current game. The ejected party cannot come back on or to the field after the game.
5. When a coach, player, parent or spectator is ejected, the head coach or acting coach must immediately surrender the name of the person ejected. Failure to do so results in the coach or acting coach serving the ejection in their place.
6. When a coach, player, parent or spectator is ejected, their child is not eligible to play for the duration of that game.
7. When a coach/spectator is ejected toward the end or after the game, their child is not eligible to play in the next scheduled game.
8. The ejected party will serve an additional one (1) game suspension and further suspension will be implemented to them if their actions are severe enough. This does not apply to the player.
9. The Recreation Department will have complete authority to decide what incidents and/or suspensions are implemented and have the right to add any additional suspensions.
10. Any two (2) ejections/suspensions by any one participant in the same season will automatically suspend that participant for the remainder of the season.
11. Any ejection/suspension at the end of the year will be implemented in the 2015 upcoming season.
12. All decisions will be final and cannot be protested.

T-BALL BASEBALL LEAGUE PLAYING RULES

I. ELIGIBILITY

AGE: Any boy or girl who has not reached their 7th birthday before August 1 of the playing year.

II. EQUIPMENT

BATS: The bat shall not be more than 30 inches in length.

SHOES: Tennis shoes or molded spikes must be worn by players.

Metal cleats are prohibited.

III. PLAYING RULES

NFHS baseball rules will be used with the exceptions as listed below:

1. FIELD DIMENSIONS:

A. The distance from the apex of home plate to the pitcher's rubber will be 40' and 60' will be the distance between the bases. A circle will be drawn around the pitching rubber and coaches may pitch anywhere within the circle.

B. There will be a six (6) foot chalk line located at the halfway point in between 1st and 2nd base, 2nd and 3rd base and home plate, to help determine if the runner(s) advance or go back at the time the play becomes dead. **These lines are reference points only for runners to be placed on the proper base once time has been called.**

2. GAME TIME OR INNINGS: All games shall be six (6) innings if time permits. There will be a one (1) hour time limit. No inning will be started with 10 minutes or less remaining in the limit. If time expires during an inning, that inning will be finished. The home teams coach's time will be official. In case of rain, one (1) full inning must be played to constitute a game.

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up and the batting line up will be used continuously. Any player arriving after the 1st pitch must be put at the bottom of the line up if the order they arrived. Every player must play two (2) innings in the field (this is based on a six (6) inning game).

- 4. PLAYERS ALLOWED:** Ten players constitute a team, but a team may begin with a minimum of six (6) players, if no more are available at game time. Four (4) outfielders will be used and they must be in the outfield (this is based on 10 players at the game). **Note: All outfielders must be positioned in the outfield grass and all infielders must be positioned in the infield to distinguish their playing positions.**
- 5. SUBSTITUTION:** Free substitution will be allowed at any time.
- 6. SICK OR INJURED PLAYERS:** Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out.
- 7. COACH PITCH OR TEE:** The batter has the option of hitting the ball off the tee or hitting a pitched ball by the coach. During their time at bat, a batter may choose a combination of hitting off the tee or a pitched ball from the coach.
- 8. BATTING ORDER AND BATTER:** For each inning, each team bats around and then changes sides, no outs or score are kept. Each batter will be allowed five (5) swings to hit the ball. If they do not hit it in five (5) swings, the batter takes 1st base. Strikeouts are omitted. No bunting allowed.
- 9. BASE RUNNING:** A base runner may not leave the base until the ball is hit. He/she may advance to next base on a hit ball or when forced. Runners may advance one base only (at their own risk) on an infield error.
- 10. BASE STEALING:** No runner is allowed to steal any base. A base runner may not leave the base until the ball is hit.
- 11. PLAYER/PITCHER:** A defensive player will be used to field the pitching position and must be in the pitching circle when the ball is put in play.
- 12. CALLING TIME:** Time will automatically be called when the ball is returned to any infielder. Runners halfway to the next base will get the base. If the runner is less than halfway, the runner returns to the base he/she left.
- 13. COACHES ON FIELD:** The defensive team may use two (2) coaches in the outfield and one (1) coach behind 2nd base to help instruct their players. One (1) coach will also be behind the catcher. Coaches will umpire the game.
- 14.** This is an instructional league and no score will be kept. Emphasis must be put on teaching the fundamentals and good sportsmanship.

PEEWEE BASEBALL LEAGUE PLAYING RULES
PEEWEE GIRLS SOFTBALL LEAGUE PLAYING RULES

I. ELIGIBILITY

AGE: Any boy or girl who has not reached their 9th birthday before August 1 of the playing year.

II. EQUIPMENT

BALLS: NFHS approved baseballs or softballs will be used.

BATS: The bat shall not be more than 32 inches in length.

SHOES: Tennis shoes or molded spikes must be worn by players.

Metal cleats are prohibited.

III. PLAYING RULES

A. NFHS baseball/softball rules with the exceptions as listed below:

1. FIELD DIMENSIONS:

A. The distance from the apex of home plate to the pitcher's rubber will be 40' and 60' will be the distance between the bases. A circle will be drawn around the pitching rubber and coaches may pitch anywhere within that circle.

B. There will be a six (6) foot chalk line located at the halfway point in between 1st and 2nd base, 2nd and 3rd base and home plate, to help determine if the runner(s) advance or goes back at the same time the play becomes dead. **(These lines are reference points for the umpires only. No coach or assistant coach is allowed to dispute the location of any runner and it is a judgment call by the umpire).**

- 2. GAME TIME OR INNINGS:** All games shall be six (6) innings if time permits. There will be a one (1) hour time limit. No inning will be started with 10 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The umpire's time will be official. In case of rain, one (1) full inning must be played to constitute a game, (determined by team behind).
- 3. PARTICIPATION:** Every player (present at game time) must be listed in the batting line up and the batting line up will be used continuously. Player arriving after the 1st pitch must be put at the bottom of the line up in the order they arrived. Every player must play two (2) innings in the field (this is based on a six (6) inning game).
- 4. PLAYERS ALLOWED:** Ten players constitute a team, but a team may begin with a minimum of six (6) players, if no more are available at game time. Four (4) outfielders will be used and they must be in the outfield by the umpire's judgment, (this is based on 10 players at the game). **Note: All outfielders must be positioned in the outfield grass and all infielders must be positioned in the infield to distinguish their playing positions.**
- 5. SUBSTITUTION:** Free substitution will be allowed at anytime.
- 6. SICK OR INJURED PLAYERS:** Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be called out each time their turn comes up. All players that leave for any reason must be reported immediately to the umpire before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.
- 7. COACH PITCH:** A coach will be used to pitch. If the ball hits the coach/ pitcher it will be dead. Batter will get first base and any runner will get one base if forced. A defensive player will be used to field the pitching position. The player must be in the pitching circle **behind and to the side of the coach** at the time of the pitch.
- 8. BATTING:** Teams will be allowed to bat seven (7) players only in each inning or three (3) outs by the defense (whichever comes first).
- 9. PITCHES TO BATTER:** Each batter will be allowed five (5) pitches to hit the ball fair.
EXCEPTION: On the 5th pitch or any pitch after, the batter stays alive if they foul off the pitch or pitches. If they do not, they are out whether they swing or not. Walks are omitted. A batter must hit the ball to get on base.
- 9. BUNTING:** No bunting is allowed.
- 10. BASE STEALING:** No runner is allowed to steal any base. A base runner may not leave the base until the ball is hit.
Penalty: The ball is dead and the runner is out. All runners must return to the bases occupied at the time of pitch. They may advance to next base on a hit ball only.
- 11. MODIFIED SPEED UP RULE:** The modified speedup rule will be in effect.
A. A courtesy runner can be used for the catcher or pitcher at anytime once they have become a base runner.
B. Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.
C. The last player making an out must be the courtesy runner.
- 12. INFIELD FLY:** The infield fly rule will not be in effect.

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13. CALLING TIME: It is the defensive team's (infielders only) responsibility to have possession of the ball, raise their arm and verbally call "time" **loudly**. Time is never established until the **umpire verbally calls time**. Runners will be placed on the base according to their location **at the time of the throw** by the infielder or when the umpire calls time. It is the umpire's judgment where to place runner(s) and cannot be argued or disputed by any coach/player or spectator.

A. If a ball is fielded by an outfielder:

The outfielder cannot call time or run the ball in to the infield and call time. They must throw the ball to an infielder. The infielder only can call time once they have secured possession of the ball or make an attempt to throw the ball to the coach/pitcher or player/pitcher. All runners will be placed depending on their location when the umpire calls time.

B. If a ball is fielded by an infielder:

1. The infielder can call time immediately once they secure possession of the ball. All runners will advance one (1) base **or** more depending on their location when the umpire calls time.
2. The infielder can throw the ball to the coach/pitcher or player/pitcher. All runners will advance one (1) base **or** more depending on their location when the umpire calls time).
3. The outfielder and infielder can try and get the runner(s) out.

14. This is an instructional league and no score will be kept. Emphasis must be put on teaching the fundamentals and good sportsmanship.

MITE BASEBALL LEAGUE PLAYING RULES

POINT OF EMPHASIS:

There will no portable pitching mounds used this year. Exception: Northwest and Forest Hills have a natural mound

I. ELIGIBILITY

AGE: Any boy who has not reached his 11th birthday before August 1 of the playing year.

II. EQUIPMENT

BALLS: NFHS approved baseballs will be used.

BATS: The bat shall not be more than 32" in length.

SHOES: Tennis shoes or molded rubber spikes must be worn by players.

Metal cleats are prohibited.

III. PLAYING RULES

A. NFHS baseball rules will be used with the exceptions as listed below:

1. FIELD DIMENSIONS: The distance from the apex of home plate to the pitcher's rubber will be 46' and 60' will be the distance between the bases.

2. GAME TIME OR INNINGS: All games shall be six (6) innings if time permits. There will be a 1 hour and 30 minute time limit. No inning will be started with 15 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official. In case of rain, 2 ½ or 3 innings must be played to constitute a game (determined by team behind).

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting line up will be used continuously. Player arriving after the 1st pitch must be put at the bottom of the line up if the order they arrived. Every player must play two innings in the field (this is based on a six (6) inning game).

4. PLAYERS ALLOWED: Ten players constitute a team, but a team may begin with a minimum of **six (6) players**, if no more are available at game time. **Four (4)** outfielders will be used (this is based on **ten** players at the game).

5. SUBSTITUTION: Free substitution will be allowed.

A. No limit on the number of times in and out of the game.

B. Once a pitcher has pitched and is removed, he may not return to pitch for the duration of the game.

6. SICK OR INJURED PLAYERS: Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be called out each time their turn comes up. All players that leave for any reason must be reported immediately to the plate umpire and the scorekeeper before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.

7. WARM-UP PITCHES:

A. The starting pitcher or any substitute pitcher will be allowed eight (8) warm up pitches **or** one (1) minute (whichever comes first).

B. Between innings, the pitcher will be allowed only five (5) warm up pitches **or** one (1) minute (whichever comes first).

8. PITCHING RESTRICTIONS: Pitchers are not allowed to pitch more than four (4) innings per game (See general rules letter H).

Pitching restrictions: Seven (7) innings playing two (2) games in the same week:

A. Two (2) games in the same week **Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game and three (3) innings in the next game.

Pitching restrictions: 10 innings playing three (3) games in the same week:

B. Three (3) games in the same week **Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game, three (3) innings in the next game and three (3) innings in the following game.

9. CONFERENCES: Pitching and batter/runner conferences.

A. OFFENSIVE: Only one (1) per inning with the batter or runner(s).

B. DEFENSIVE: At anytime, coaches are allowed three (3) defensive conferences per six (6) inning game. The defensive team will not be charged a conference when the pitcher is removed. When a pitcher is removed from pitching, this does not mean the pitcher must come out of the game but he cannot return to pitch for the duration of the game. If all three (3) conferences have been used, the pitcher must be replaced immediately each time there is a conference.

10. MODIFIED SPEED UP RULE: The modified speedup rule will be in effect.

*** All Divisions: NO WALK RULE**

A. A courtesy runner can be used for the catcher or pitcher at any time once they have become a base runner.

B. Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.

C. The last player making an out must be the courtesy runner.

***If a batter is hit by a pitch by a player pitcher, it is a dead ball, and the batter will receive first base.

***If a batter is hit by a pitch by a coach pitcher, the batter does not receive first base and will be charged with a strike.

11. RUNNER ADVANCING ON DROP THIRD STRIKE: No batter will be allowed to advance to first base at any time on a drop third strike.

12. BASE STEALING: A base runner must be in contact with the base until the ball crosses the plate.

*** Division 1:** Players may steal 2nd and 3rd bases only. Runners can only advance from 3rd to home on a batted ball or with bases loaded on a forced by walk.

*** Division 2 and 3:** Players may steal 2nd and 3rd bases only when using a player/pitcher. Runners can only advance from 3rd to home on a batted ball.

13. INFIELD FLY: The infield fly rule will not be in effect.

14. STALLING AND/OR DELAYING THE GAME: In the umpire's judgment if a team is using tactics to stall a game the umpire may do the following:

A. Between innings, teams have one (1) minute or five (5) pitches (whichever comes first).

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

B. When a pitcher is changed, teams have one (1) minute or eight (8) pitches (whichever comes first). This rule still applies if the catcher is going in to pitch and has to take off their gear.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

C. Coaches delaying the game by having team conferences, arguing calls, disputing scoring issues, excessive line-up changes, working on player equipment or for any other reason.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

D. If a batter is requested by the umpire to get into the batter's box and batter refuses to.

PENALTY: Batter will be charged a strike.

E. If a batter continues to refuse

PENALTY: Batter will be charged a 2nd strike.

F. If a batter continues to refuse

PENALTY: Batter will be charged a 3rd strike and the batter is out.

MIDGET BASEBALL LEAGUE PLAYING RULES

POINT OF EMPHASIS:

The midget league will be allowed to use BBCOR and BESR bats during the 2015 season.

In 2016, the midget league will transition to ONLY using BBCOR bats.

I. ELIGIBILITY

AGE: Any boy who has not reached his 13th birthday before August 1 of the playing year.

II. EQUIPMENT

BALLS: NFHS approved baseballs will be used.

BATS: The bat shall not be more than 34" in length.

SHOES: Tennis shoes or molded rubber spikes must be worn by players.

Metal cleats are prohibited.

III. PLAYING RULES

A. NFHS baseball rules will be used with the exceptions as listed below:

1. FIELD DIMENSIONS: The distance from the apex of home plate to the pitcher's rubber will be 50' and 70' will be the distance between the bases.

2. GAME TIME OR INNINGS: All games shall be six (6) innings if time permits. There will be a 1 hour and 30 minute time limit. No inning will be started with 15 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official. In case of rain, 2 ½ or 3 innings must be played to constitute a game (determined by team behind).

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting line up will be used continuously. Player arriving after the 1st pitch must be put at the bottom of the line up if the order they arrived. Every player must play two (2) innings in the field (this is based on a seven (7) inning game).

NOTE: Any player that shows up after the first inning has been completed will not be allowed to pitch in that game.

4. PLAYERS ALLOWED: Nine (9) players constitute a team, but a team may begin with a minimum of six (6) players, if no more are available at game time. **Three (3)** outfielders will be used (this is based on nine (9) players at the game).

5. SUBSTITUTION: Free substitution will be allowed.

A. No limit on the number of times in and out of the game.

B. Once a pitcher has pitched and is removed, he may not return to pitch for the duration of the game.

6. SICK OR INJURED PLAYERS: Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be called out each time their turn comes up. All players that leave for any reason must be reported immediately to the plate umpire and the scorekeeper before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.

7. WARM-UP PITCHES:

A. The starting pitcher or any substitute pitcher will be allowed eight (8) warm up pitches **or** one (1) minute (whichever comes first).

B. Between innings, the pitcher will be allowed only five (5) warm up pitches **or** one (1) minute (whichever comes first).

8. PITCHING RESTRICTIONS: Pitchers are not allowed to pitch more than four (4) innings per game (See general rules letter H)

Pitching restrictions for seven (7) innings playing two (2) games in the same week:

A. Two **(2) games in the same week Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game and three (3) innings in the next game.

Pitching restrictions for 10 innings playing three (3) games in the same week:

B. Three **(3) games in the same week Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game, three (3) innings in the next game and three (3) innings in the following game.

9. CONFERENCES: Pitching and batter/runner conferences

A. OFFENSIVE: Only one (1) per inning with the batter or runner(s).

B. DEFENSIVE: At anytime, coaches are allowed three (3) defensive conferences per seven (7) inning game. The defensive team will not be charged a conference when the pitcher is removed. When a pitcher is removed from pitching, this does not mean the pitcher must come out of the game but he cannot return to pitch for the duration of the game. If all three (3) conferences have been used, the pitcher must be replaced immediately each time there is a conference.

10. MODIFIED SPEED UP RULE: The modified speedup rule will be in effect.

A. Wave batters to first on an intentional walk.

B. Regardless of outs, a courtesy runner can be used for the catcher or pitcher at any time once they have become a base runner.

C. Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.

D. The last player making an out must be the courtesy runner.

11. RUNNER ADVANCING ON A DROP THIRD STRIKE:

A. With less than two (2) outs and first base occupied at the time of the pitch, the batter will not be allowed to advance to first base on a drop third strike.

B. With two (2) outs and first base occupied at the time of the pitch, the batter will be allowed to advance to first base on a drop third strike.

12. INFIELD FLY: The infield fly rule will be in effect.

Cont. on next page

13. STALLING AND/OR DELAYING THE GAME: In the umpire's judgment if a team is using tactics to stall a game the umpire may do the following:

A. Between innings, teams have one (1) minute or five (5) pitches (whichever comes first).

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

B. When a pitcher is changed, teams have one (1) minute or eight (8) pitches (whichever comes first).

This rule still applies if the catcher is going in to pitch and has to take off their gear.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

C. Coaches delaying the game by having team conferences, arguing calls, disputing scoring issues, excessive line-up changes, working on player equipment or for any other reason.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, Head coach is ejected.

D. If a batter is requested by the umpire to get into the batter's box and batter refuses to.

PENALTY: Batter will be charged a strike.

E. If a batter continues to refuse

PENALTY: Batter will be charged a 2nd strike.

F. If a batter continues to refuse

PENALTY: Batter will be charged a 3rd strike and the batter is out.

INTERMEDIATE BASEBALL LEAGUE PLAYING RULES

I. ELIGIBILITY

AGE: Any boy who has not reached his 15th birthday before August 1 of the playing year.

II. EQUIPMENT

BALLS: NFHS approved baseballs will be used.

SHOES: Tennis shoes or molded rubber spikes must be worn by players.

Metal cleats are prohibited.

LEAGUE PLAY BATS:

BATS: This year, league bats must be BBCOR WITH THE PERMANENT CERTIFICATION MARK, NO BESR bats are permitted. The BBCOR bat rule is for all divisions of intermediate.

A. The bat shall be free of rattles, dents, burrs, cracks and sharp edges.

B. The grip must extend a minimum of 10" but not more than 18" from the base of the knob.

C. Bats must be 2 5/8" or less in diameter at the thickest part and 36" or less in length.

D. Bats cannot weigh, numerically, more than three (3) ounces less than the length of the bat.

EXAMPLE: A 33" bat cannot weigh less than 30 ounces (drop 3).

ILLEGAL BATS:

Coaches are responsible for their team's bats being legal. If an illegal bat is used and discovered by an opposing coach, umpire or a recreation staff person:

First Violation:

1. The head coach is immediately ejected from that game and suspended for one (1) additional game.

2. The batter will be called out and confined to the dugout for the remainder of that game. Each time the confined player's turn comes up in the batting order, the team will be charged with an out.

3. This will be a dead ball violation and all base runners will return to the base occupied at the time of the pitch.

Second Violation:

1. The head coach is immediately ejected from that game. Any two (2) ejections by any one participant in the same season will automatically suspend that participant for the remainder of the season (see number 10 under rules for conduct, ejections).

2. The batter will be called out and confined to the dugout for the remainder of that game. Each time the confined player's turn comes up in the batting order, the team will be charged with an out.

3. This will be a dead ball violation and all base runners will return to the base occupied at the time of the pitch.

Third Violation:

Any third violation in one (1) season will result in that coach being indefinitely dismissed from all City of Burlington Recreation and Parks programs.

III. PLAYING RULES

NFHS baseball rules will be used with the exceptions as listed below:

1. FIELD DIMENSIONS: The distance from the apex of home plate to the pitcher's rubber will be 54' and 80' will be the distance between the bases.

2. GAME TIME OR INNINGS: All games shall be seven (7) innings if time permits. There will be a 1 hour and 45 minute time limit. No inning will be started with 15 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official. In case of rain, 3½ or 4 innings must be played to constitute a game (determined by team behind).

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting line up will be used continuously. Player arriving after the 1st pitch must be put at the bottom of the line up in the order they arrived. Every player must play two (2) innings in the field (this is based on a seven (7) inning game).

NOTE: Any player that shows up after the first inning has been completed will not be allowed to pitch in that game.

4. PLAYERS ALLOWED: Nine (9) players constitute a team, but a team may begin with a minimum of six (6) players, if no more are available at game time. **Three (3)** outfielders will be used (this is based on **nine (9)** players at the game).

5. SUBSTITUTION: Free substitution will be allowed.

A. No limit on the number of times in and out of the game.

B. Once a pitcher has pitched and is removed, he may not return to pitch for the duration of the game.

6. SICK OR INJURED PLAYERS: Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be called out each time their turn comes up. All players that leave for any reason must be reported immediately to the plate umpire and the scorekeeper before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.

7. WARM-UP PITCHES:

A. The starting pitcher or any substitute pitcher will be allowed eight (8) warm up pitches **or** one (1) minute (whichever comes first).

B. Between innings, the pitcher will be allowed only five (5) warm up pitches **or** one (1) minute (whichever comes first).

8. PITCHING RESTRICTIONS: Pitchers are not allowed to pitch more than four (4) innings per game (See general rules letter H).

Pitching restrictions for eight (8) innings playing two (2) games in the same week:

A. Two (2) games in the same week **Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game and four (4) innings in the next game.

Pitching restrictions for 11 innings playing three (3) games in the same week:

B. Three (3) games in the same week **Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game, four (4) innings in the next game and three (3) innings in the following game.

9. CONFERENCES: Pitching and batter/runner conferences

A. **OFFENSIVE:** Only one (1) per inning with the batter or runner(s).

B. **DEFENSIVE:** At any time, coaches are allowed three (3) defensive conferences per seven (7) inning game. The defensive team will not be charged a conference when the pitcher is removed. When a pitcher is removed from pitching, this does not mean the pitcher must come out of the game but he cannot return to pitch for the duration of the game. If all three (3) conferences have been used, the pitcher must be replaced immediately each time there is a conference.

10. MODIFIED SPEED UP RULE: The modified speedup rule will be in effect.

A. Wave batters to first on an intentional walk.

B. Regardless of outs, a courtesy runner can be used for the catcher or pitcher at any time once they have become a base runner.

C. Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.

D. The last player making an out must be the courtesy runner.

11. RUNNER ADVANCING ON A DROP THIRD STRIKE:

A. With less than two (2) outs and first base occupied at the time of the pitch, the batter will not be allowed to advance to first base on a drop third strike.

B. With two (2) outs and first base occupied at the time of the pitch, the batter will be allowed to advance to first base on a drop third strike.

12. INFELD FLY: The infield fly rule will be in effect.

13. STALLING AND/OR DELAYING THE GAME: In the umpire's judgment if a team is using tactics to stall a game the umpire may do the following:

A. Between innings, teams have one (1) minute or five (5) pitches (whichever comes first).

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

B. When a pitcher is changed, teams have one (1) minute or eight (8) pitches (whichever comes first).

This rule still applies if the catcher is going in to pitch and has to take off their gear.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

C. Coaches delaying the game by having team conferences, arguing calls, disputing scoring issues, excessive line-up changes, working on player equipment or for any other reason.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

D. If a batter is requested by the umpire to get into the batter's box and batter refuses to.

PENALTY: Batter will be charged a strike.

E. If a batter continues to refuse

PENALTY: Batter will be charged a 2nd strike.

F. If a batter continues to refuse

PENALTY: Batter will be charged a 3rd strike and the batter is out.

JUNIOR BASEBALL LEAGUE PLAYING RULES

I. ELIGIBILITY

AGE: Any boy who has not reached his 19th birthday before August 1 of the playing year.

II. EQUIPMENT

BALLS: NFHS approved baseballs will be used.

SHOES: Tennis shoes or molded rubber spikes must be worn by players.

Metal cleats are prohibited

BATS: All bats must be (BBCOR .50" -3) WITH THE PERMANENT CERTIFICATION MARK, NO BESR bats are permitted.

A. The bat shall be free of rattles, dents, burrs, cracks and sharp edges.

B. The grip must extend a minimum of 10" but not more than 18" from the base of the knob.

C. Bats must be 2 5/8" or less in diameter at the thickest part and 36" or less in length.

D. Bats cannot weigh, numerically, more than three (3) ounces less than the length of the bat.

EXAMPLE: A 33" bat can not weigh less than 30 ounces (drop 3).

ILLEGAL BATS:

Coaches are responsible for their team's bats being legal. If an illegal bat is used and discovered by an opposing coach, umpire or a recreation staff person:

First Violation:

1. The head coach is immediately ejected from that game and suspended for one (1) additional game.
2. The batter will be called out and confined to the dugout for the remainder of that game. Each time the confined player's turn comes up in the batting order, the team will be charged with an out.
3. This will be a dead ball violation and all base runners will return to the base occupied at the time of the pitch.

Second Violation:

1. The head coach is immediately ejected from that game. Any two (2) ejections by any one participant in the same season will automatically suspend that participant for the remainder of the season (see number 10 under rules for conduct, ejections).
2. The batter will be called out and confined to the dugout for the remainder of that game. Each time the confined player's turn comes up in the batting order, the team will be charged with an out.
3. This will be a dead ball violation and all base runners will return to the base occupied at the time of the pitch.

Third Violation:

Any third violation in one (1) season will result in that coach being indefinitely dismissed from all City of Burlington Recreation and Parks programs.

*****NOTE: IT IS A CRIME AND A FELONY IF ANYONE ALTERS AND/OR TAMPERS WITH A BAT TO ENHANCE THE PERFORMANCE.**

III. PLAYING RULES

NFHS baseball rules will be used with the exceptions as listed below:

1. FIELD DIMENSIONS: The distance from the apex of home plate to the pitcher's rubber will be 60'6" and 90' will be the distance between the bases.

2. GAME TIME OR INNINGS: All games shall be seven (7) innings if time permits. **There will be a 1 hour and 45 minute time limit.** No inning will be started with 15 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official. In case of rain, 3 ½ or four (4) innings must be played to constitute a game (determined by team behind).

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting line up will be used continuously. Player arriving after the 1st pitch must be put at the bottom of the line up if the order they arrived. Every player must play two (2) innings in the field (this is based on a seven (7) inning game).

NOTE: Any player that shows up after the first inning has been completed will not be allowed to pitch in that game.

4. PLAYERS ALLOWED: **Nine (9)** players constitute a team, but a team may begin with a minimum of six (6) players, if no more are available at game time. **Three (3)** outfielders will be used (this is based on nine (9) players at the game).

5. SUBSTITUTION: Free substitution will be allowed.

A. No limit on the number of times in and out of the game.

B. Once a pitcher has pitched and is removed, he may not return to pitch for the duration of the game.

6. SICK OR INJURED PLAYERS: Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be called out each time their turn comes up. All players that leave for any reason must be reported immediately to the plate umpire and the scorekeeper before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.

7. WARM-UP PITCHES:

- A.** The starting pitcher or any substitute pitcher will be allowed eight (8) warm up pitches **or** one (1) minute (whichever comes first).
- B.** Between innings, the pitcher will be allowed only five (5) warm up pitches **or** one (1) minute (whichever comes first).

8. PITCHING RESTRICTIONS: Pitchers are not allowed to pitch more than four (4) innings per game (See General rules letter H).

Pitching restrictions for eight (8) innings playing two (2) games in the same week:

- A.** Two (2) games in the same week **Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game and four (4) innings in the next game.

Pitching restrictions for 11 innings playing three (3) games in the same week:

- B.** Three (3) games in the same week **Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game, four (4) innings in the next game and three (3) innings in the following game.

9. CONFERENCES: Pitching and batter/runner conferences

- A. OFFENSIVE:** Only one (1) per inning with the batter or runner(s).
- B. DEFENSIVE:** At anytime, coaches are allowed three (3) defensive conferences per seven (7) inning game. The defensive team will not be charged a conference when the pitcher is removed. When a pitcher is removed from pitching, this does not mean the pitcher must come out of the game but he cannot return to pitch for the duration of the game. If all three (3) conferences have been used, the pitcher must be replaced immediately each time there is a conference.

10. MODIFIED SPEED UP RULE: The modified speedup rule will be in effect.

- A.** Wave batters to first on an intentional walk.
- B.** Regardless of outs, a courtesy runner can be used for the catcher or pitcher at any time once they have become a base runner.
- C.** Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.
- D.** The last player making an out must be the courtesy runner.

11. RUNNER ADVANCING ON A DROP THIRD STRIKE:

- A.** With less than two (2) outs and first base occupied at the time of the pitch, the batter will not be allowed to advance to first base on a drop third strike.
- B.** With two (2) outs and first base occupied, at the time of the pitch the batter will be allowed to advance to first base on a drop third strike.

12. INFIELD FLY: The infield fly rule will be in effect.

13. STALLING AND/OR DELAYING THE GAME: In the umpire's judgment if a team is using tactics to stall a game the umpire may do the following:

- A.** Between innings, teams have one (1) minute or five (5) pitches (whichever comes first).
PENALTY: 1st offense, head coach is restricted to the dugout.
2nd offense, head coach is ejected.
- B.** When a pitcher is changed, teams have one (1) minute or eight (8) pitches (whichever comes first). This rule still applies if the catcher is going in to pitch and has to take off their gear.
PENALTY: 1st offense, head coach is restricted to the dugout.
2nd offense, head coach is ejected.
- C.** Coaches delaying the game by having team conferences, arguing calls, disputing scoring issues, excessive line-up changes, working on player equipment or for any other reason.
PENALTY: 1st offense, head coach is restricted to the dugout.
2nd offense, head coach is ejected.
- D.** If a batter is requested by the umpire to get into the batter's box and batter refuses to.
PENALTY: Batter will be charged a strike.
- E.** If a batter continues to refuse
PENALTY: Batter will be charged a 2nd strike.
- F.** If a batter continues to refuse
PENALTY: Batter will be charged a 3rd strike and the batter is out.

GIRLS SOFTBALL LEAGUES (FAST PITCH)

I. ELIGIBILITY

MITES: Any girl who has not reached her 11th birthday before August 1 of the playing year.

MIDGET: Any girl who has not reached her 13th birthday before August 1 of the playing year.

INTERMEDIATE: Any girl who has not reached her 16th birthday before August 1 of the playing year.

JUNIOR: Any girl who has not reached her 18th birthday before August 1 of the playing year.

II. EQUIPMENT

BALLS:

MITES/MIDGET: NFHS approved 11-inch softballs will be used.

INTERMEDIATE/JUNIOR: NFHS approved 12-inch softballs will be used.

BATS: The bat shall not be more than 32" in length.

SHOES: Tennis shoes or molded rubber spikes must be worn by players.

Metal cleats are prohibited.

III. PLAYING RULES

NCHSAA fast pitch rules will be used in all leagues with the following exceptions:

1. FIELD DIMENSIONS: The distance from the apex of home plate to the pitcher's rubber and a circle will be drawn around the pitching rubber.

PITCHING DISTANCE:

MITE/MIDGET: 35'

INTERMEDIATE/JUNIOR: 40'

BASES:

MITE/MIDGET: 60'

INTERMEDIATE/JUNIOR: 60'

2. GAME TIME OR INNINGS: Games will be six (6) innings or the times listed below whichever comes first. No inning will be started with 10 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official score keeper, the umpire's time will be official. In case of rain, 2 ½ or 3 innings must be played to constitute a game (determined by team behind).

MITE/MIDGET: 1 hour time limit

INTERMEDIATE/JUNIOR: 1 hour 15 minute time limit

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting line up will be used continuously. Player arriving after the 1st pitch must be put at the bottom of the line up if the order they arrived. Every player must play two (2) innings in the field (this is based on a six (6) inning game).

4. PLAYERS ALLOWED: Ten players constitute a team, but a team may begin with a minimum of six (6) players, if no more are available at game time. **Four (4)** outfielders will be used (this is based on **10** players at the game).

5. SUBSTITUTION: Free substitution will be allowed.

A. No limit on the number of times in and out of the game.

B. Once a pitcher has pitched and is removed, she may not return to pitch for the duration of the game.

6. SICK OR INJURED PLAYERS: Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be called out each time their turn comes up. All players that leave for any reason must be reported immediately to the plate umpire and the scorekeeper before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.

7. WARM-UP PITCHES:

- A.** The starting pitcher or any substitute pitcher will be allowed eight (8) warm up pitches **or** one (1) minute (whichever comes first).
- B.** Between innings, the pitcher will be allowed only five (5) warm up pitches **or** one (1) minute (whichever comes first).

8. PITCHING RESTRICTIONS (INTERMEDIATE/JUNIOR ONLY): Pitchers are not allowed to pitch more than four (4) innings per game (See general rules letter H).

Pitching restrictions for seven (7) innings playing two (2) games in the same week:

- A.** Two (2) games in the same week **Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game and three (3) innings in the next game.

Pitching restrictions for 10 innings playing three (3) games in the same week:

- B.** Three (3) games in the same week **Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game, three (3) innings in the next game and three (3)innings in the following game.

9. CONFERENCES: Pitching and batter/runner conferences

- A. OFFENSIVE:** Only one (1) per inning with the batter or runner(s).
- B. DEFENSIVE:** At anytime, coaches are allowed three (3) defensive conferences per six (6) inning game. The defensive team will not be charged a conference when the pitcher is removed. When a pitcher is removed from pitching, this does not mean the pitcher must come out of the game but she cannot return to pitch for the duration of the game. If all three (3) conferences have been used, the pitcher must be replaced immediately each time there is a conference.

10. MODIFIED SPEED UP RULE: The modified speedup rule will be in effect.

MITES: NO WALK RULE

- A.** A courtesy runner can be used for the catcher or pitcher at anytime once they have become a base runner.
- B.** Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.
- C.** The last player making an out must be the courtesy runner

MIDGET/INTERMEDIATE/JUNIOR:

- A.** Wave batters to first on an intentional walk.
- B.** A courtesy runner can be used for the catcher or pitcher at any time once they have become a base runner.
- C.** Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.
- D.** The last player making an out must be the courtesy runner.

11. RUNNER ADVANCING ON DROP THIRD STRIKE:

MITE: No batter will be allowed to advance to first base at anytime on a drop third strike.

MIDGET/INTERMEDIATE/JUNIOR:

- A.** With less than two (2) outs and first base occupied at the time of the pitch, the batter will not be allowed to advance to first base on a drop third strike.
- B.** With two (2) outs and first base occupied at the time of the pitch, the batter will be allowed to advance to first base on a drop third strike.

12. BASE STEALING: A base runner must be in contact with the base until the ball crosses the plate (only in mite).

MITE: Players may steal 2nd and 3rd bases only. Runners can only advance from 3rd to home on a batted ball or with bases loaded on a forced by walk.

MIDGET/INTERMEDIATE/JUNIOR: Runners may steal any base including home.

13. INFIELD FLY:

MITE: The infield fly rule will not be in effect.

MIDGET/INTERMEDIATE/JUNIOR: The infield fly rule will be in effect.

14. STALLING AND/OR DELAYING THE GAME: In the umpire's judgment if a team is using tactics to stall a game the umpire may do the following:

A. Between innings, teams have one (1) minute or five (5) pitches (whichever comes first).

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

B. When a pitcher is changed, teams have (1) minute or (8) pitches (whichever comes first). This rule still applies if the catcher is going in to pitch and has to take off their gear.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

C. Coaches delaying the game by having team conferences, arguing calls, disputing scoring issues, excessive line-up changes, working on player equipment or for any other reason.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

D. If a batter is requested by the umpire to get into the batter's box and batter refuses to.

PENALTY: Batter will be charged a strike.

E. If a batter continues to refuse

PENALTY: Batter will be charged a 2nd strike.

F. If a batter continues to refuse

PENALTY: Batter will be charged a 3rd strike and the batter is out.

Code of ethics on next page

COACH AND PARENT CODE OF ETHICS AND PLAYER ROSTER- 2015

*****This copy is a reference. The next two pages are due to me before the first game or you will forfeit until it's completed*****

Coaches and parents must always work together to show the players how to be a role model. Each practice and game is an opportunity for coaches and parents to teach not only fundamental skills and rules of the game, but also to model respectful, sportsmanlike behavior. The positive values that are learned will serve the players long after their athletic experience has concluded. Game situations typically provide a coach the opportunity to identify a teachable moment and to reinforce good sporting behavior. Game situations typically provide the parents a teachable moment on how to reinforce good sporting behavior as a spectator. The coach and parents must be a positive influence at all times so that players have a safe and positive environment. Our goal is for every player to learn and establish fun memories that they will carry with them for a lifetime.

I THE COACH PROMISE TO:

1. Lead by example and show good sportsmanship at practices and games
2. Lead by example and be a positive role model for every player
3. Uphold the honor and dignity of every player
4. Discuss any concerns I have with parents or officials in a calm controlled manner away from players
5. Not use profanity directed toward any player, parent or any game official
6. Use my coaching ability in an impartial and controlled manner, to encourage and support all players
7. Teach each player how to support their teammates in practices and games
8. Do what is in the best interest for each player
9. Teach the players sportsmanship, teamwork and leadership skills to the best of my ability
10. Teach the players how to play the game the right way to the best of my ability
11. To mandate that parents and spectators show good sportsmanship and follow league rules

I THE PARENT PROMISE TO:

1. Lead by example, show good sportsmanship at practices and games, and follow league rules
2. Stay on the spectator's side and not behind the team bench or the backstop
3. Support and cheer for my team in a positive manner
4. Make every effort to attend scheduled practices and games
5. Support the decisions made by the coach in practice or in games without interference
6. Discuss any concerns I have with the coach in a calm controlled manner away from players
7. Not use profanity, criticize, insult, use any abusive and vulgar language or use gestures toward anyone including our own parents/coaches/players, any opposing parents/coaches/players or any game official
8. Not taunt, trash talk, argue, threaten, or use intimidating tactics toward anyone including our own parents/coaches/players, any opposing parents/coaches/players or any game official
9. Let the coach handle any situations that may occur in the game with the game officials
10. Not to confront or address any game official or site supervisor before, during or after the game whether on the field or in the parking lot
11. Not to initiate or participate in a fight with anyone including our own parents/coaches/players, any opposing parents/coaches/players or any game official

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COACH PARENT CODE OF ETHICS AND PLAYER ROSTER- 2015

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SPORT AND LEAGUE: _____ BOYS _____ GIRLS: _____

TEAM AND COACH NAME: _____

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8. Do what is in the best interest for each player
9. Teach the players sportsmanship, teamwork and leadership skills to the best of my ability
10. Teach the players how to play the game the right way to the best of my ability
11. To mandate that parents and spectators show good sportsmanship and follow league rules

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COACH PARENT CODE OF ETHICS AND PLAYER ROSTER- 2015

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COACH SIGNATURE

DATE: _____

ASSISTANT COACH SIGNATURE

DATE: _____

ASSISTANT COACH SIGNATURE

DATE: _____

**Print player's full name, the jersey number they will wear for the entire season, and the parent signs
after carefully reading the code of ethics on the previous page.**

1. PLAYER: _____ NUMBER: _____ PARENTS SIGN.: _____
2. PLAYER: _____ NUMBER: _____ PARENTS SIGN.: _____
3. PLAYER: _____ NUMBER: _____ PARENTS SIGN.: _____
4. PLAYER: _____ NUMBER: _____ PARENTS SIGN.: _____
5. PLAYER: _____ NUMBER: _____ PARENTS SIGN.: _____
6. PLAYER: _____ NUMBER: _____ PARENTS SIGN.: _____
7. PLAYER: _____ NUMBER: _____ PARENTS SIGN.: _____
8. PLAYER: _____ NUMBER: _____ PARENTS SIGN.: _____
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16. PLAYER: _____ NUMBER: _____ PARENTS SIGN.: _____
17. PLAYER: _____ NUMBER: _____ PARENTS SIGN.: _____

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